

IN THE CLAIMS:

1. (original) A method for rendering a texture onto a surface of an object model represented with a three-dimensional model, comprising:

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots in one side of the texture;

supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

2. (original) A method for rendering a texture according to claim 1, wherein said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

3. (original) An entertainment apparatus for carrying out a rendering process, comprising:

means for storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;

means for dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture;

means for supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

means for defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

4. (original) An entertainment apparatus according to claim 3, wherein

said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

5. (original) A storage medium readable by an information processing apparatus, having recorded therein a program for causing the information processing apparatus to execute a rendering process, said program comprising:

storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture,

supposing a stereoscopic object, based on a plurality of texture lines, by projecting the texture line in a light traveling direction from a vertical light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between the stereoscopic object and the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

6. (original) A storage medium according to claim 5, readable by an information processing apparatus, having recorder therein a program, wherein

said texture lines are parallel to either side having a greater number of dots among a vertical side and a horizontal side of the texture.

7. (original) A program for causing an information processing apparatus to execute a rendering process, comprising:

storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;

dividing texture data into a plurality of texture lines each having a width of one dot and a length equal to the number of dots on one side of the texture,

supposing a stereoscopic object, based on a plurality of texture lines, by projecting the texture line in a light traveling direction from a vertical light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between the stereoscopic object and the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

8. (new) A method for rendering a texture onto a surface of an object model represented with a three-dimensional model, comprising:

dividing texture data into a plurality of texture lines each having a width of one dot;

supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.

9. (new) An entertainment apparatus for carrying out a rendering process, comprising:

means for storing object data represented with a three-dimensional model and texture data to be rendered onto a surface of the object;

means for dividing texture data into a plurality of texture lines each having a width of one dot;

means for supposing a stereoscopic object, based on each of said plurality of texture lines, by projecting the texture line in a light traveling direction from a virtual light source while possessing color information from an arrangement relationship between the texture line, the object model and the virtual light source in a three-dimensional space; and

means for defining an intersecting part between the stereoscopic object and the surface of the object model as a region for rendering the texture line, and rendering the stereoscopic object on the defined region.